Point

+ x
+ y
+ z

+ Point()
+ Point()
+ Point()
+ Point()
+ ~Point()
+ Zero()
+ SetPlusInfinity()
+ SetMinusInfinity()
+ PositiveUnitRandomVector()
+ UnitRandomVector()
and 91 more...

+mVerts

Triangle

+ Triangle()
+ Triangle()
+ Triangle()
+ ~Triangle()
+ Flip()
+ Area()
+ Perimeter()
+ Compacity()
+ Normal()
+ DenormalizedNormal()
and 8 more...